

コレクトリテ～ボディビルver～

(CollecTrick: Bodybuilding Ver)

Designer: ばる倶楽部 (Baru Club)

Players: 2-6

Playing time: 20 minutes

To participate in a bodybuilding contest, win tricks to collect your team's macho and earn points, leading your team to victory. However, be cautious not to overtrain as an unbalanced physique will result in point deductions.

PREPARATION: Depending on the number of players, select the classes to be used from the following and shuffle the training cards to deal them as hands.

- **2 players:** 16 cards of 55kg / 60kg / 65kg class (randomly remove 2 cards)
- **3 players:** 24 cards of 55kg / 60kg / 65kg / 70kg class
- **4 players:** 36 cards of 55kg / 60kg / 65kg / 70kg / 75kg / 80kg class
- **5 players:** 45 cards from 55kg to 90kg class (randomly remove 3 cards)
- **6 players:** 54 cards from 55kg to over 90kg class (all cards)

To determine the play order, all players reveal one upper body card from your hand simultaneously (if you don't have an upper body card, reveal any card.) The player who reveals the heaviest class upper body card becomes the first lead player. If the same class is revealed, resolve the tie in the following order: Bench Press > Dumbbell > Barbell > Personal Trainer.

GAME FLOW: The lead player plays a training card from their hand. This determines the suit (equipment) for this round.

The Machos' Reaction: Starting with the player to the left of the lead player and proceeding clockwise, each player plays a training card. If they have a card of the same suit (equipment), they must choose and play one from those cards. If they do not have a card of the same suit, they can play any card.

Determining the Macho Who Can Train: The player who plays the **lightest class card** of the suit led by the lead player becomes the Macho who can train this time (wins the trick).

However, if a Personal (frame is black) card is played, it takes precedence over other suits (trump). Ignoring the suit led by the lead player, the player who plays the lightest class card among Personal becomes the Macho who can train this time.

Training card placement: The player who wins the trick places their revealed card face up in front of them, organized by class. Other players place their revealed cards face down in front of them, also organized by class.

The player who wins the trick becomes the next lead player. Repeat until there is no more cards in hand.

SCORING: After all the hand cards have been played and the training cards arranged, the bodybuilding judging takes place. The evaluation is based on how well-balanced the physique is.

Scoring for each class is based on the following criteria:

- **Default Loss:** No cards = 0 points
- **Average Macho:** Only face-down cards = Calculate points using $8 - \text{number of players}$ (2p: 6pts / 3p: 5pts / 4p: 4pts / 5p: 3pts 6p: 2pts). Regardless of how many cards of the same class, the points earned per class are the same.
- **Chicken Legs Deduction:** If the number of upper body tricks won (face-up cards) exceeds the number of lower body tricks won = $\text{Number of tricks won (face-up cards)} \times -2$ points
- **Frailty Deduction:** If the number of lower body tricks won (face-up cards) exceeds the number of upper body tricks won = $\text{Number of tricks won (face-up cards)} \times -1$ point
- **Perfect Body:** If the difference between the number of upper body and lower body tricks won (face-up cards) is 0 = $\text{Number of tricks won (face-up cards)} \times \text{the tens digit of the class}$

The winner is determined by the total points across all classes. In the event of a tie, the player with the most tricks won (face-up cards) wins. If there is still a tie, the stronger arm wrestler wins.